

THE LABYRINTH OF TIME REFERENCE CARD FOR AMIGA CD³²™

The Amiga CD version of Labyrinth of Time has been designed mainly for use with the Amiga CD32. However, it also runs on the CDTV and any CD drive that's connected to an Amiga's SCSI port.

LOADING *LABYRINTH OF TIME*

1. Insert the CD into your CD drive, face up. If you're uncertain how to insert the CD, consult your CD drive documentation. In CD32 and CDTV drives, the game boots automatically.

Amiga CD users now need to:

2. Select the "lab" icon to open up the disc.
3. Double click the "THE_LABYRINTH" file using the mouse button.

IMPORTANT – SAVING *LABYRINTH OF TIME* – CD32 & CDTV ONLY

When saving a game on the CD32 & CDTV we recommend that you limit the number of saved games to the first 5 slots. The CD32 & CDTV's memory only allows you to save a maximum of up to 7 games at a time; attempting to save any more will cause the loss of earlier saved games.

When saving Labyrinth, the program needs write access to the saved games file. We therefore recommend that you do not 'lock' saved games using the CD32 & CDTV's memory lock feature. If you do, the program is unable to function properly and you may lose your current game.

KEY COMMAND EQUIVALENTS

Depending on your CD platform, the following list of commands supersede those listed in the Labyrinth of Time manual.

CD32

Direction pad: Moves the mouse pointer

Red button: Select

Blue button: Cancel, switches between main and inventory, skips past intro

Green button: Cycles through hotspots

Yellow button: Enter

Top buttons: Moves cursor left/right through icons

CDTV

Arrow keys: Moves the mouse pointer

A key: Select

B key: Cancel, switches between main and inventory, skips past intro

To cycle through important places on a screen (called *hot spots*), press the Esc key.

AMIGA CD

Left mouse button: Select

Right mouse button: Cancel, switches between main and inventory, skips past intro

To cycle through important places on a screen (called *hot spots*), press the Tab key.

PLAYING THE GAME – CDTV AND AMIGA CD

Amiga CD32 users should consult their Labyrinth of Time manual for a summary of these commands. CDTV and Amiga CD users will find that some of the key commands differ. The alternate commands are listed here.

ON THE MAIN CONTROL PANEL:



TAKE

To take something, press 1.



MOVE

To move something, press 2.



OPEN

To open something, press 3.



CLOSE

To close something, press 4.



LOOK

To look at something, press 5.



USE INVENTORY

To use item from inventory, press 6.

TURN LEFT, WALK FORWARD, TURN RIGHT



To turn left, press 7.

To walk forward, press 8.

To turn right, press 9.

ON THE INVENTORY CONTROL PANEL:



USE

To use something, press 1.



EXAMINE

To examine something in your inventory, press 2.



SCROLL BACKWARD

To scroll backward through your inventory, press 3.



SCROLL FORWARD

To scroll forward through your inventory, press 4.



DISK ACCESS

To access file features like saving and loading, press 5.

SYSTEM REQUIREMENTS

Amiga CD32 or

Amiga CDTV or

Amiga 500 or greater with CD drive

1 Meg chip memory

512k fast memory

TECHNICAL SUPPORT

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Please be sure to have the following information ready.

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- ◆ Any additional system information
- ◆ Full description of the problem

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